PlayStation
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PlayStation
EVERYONE
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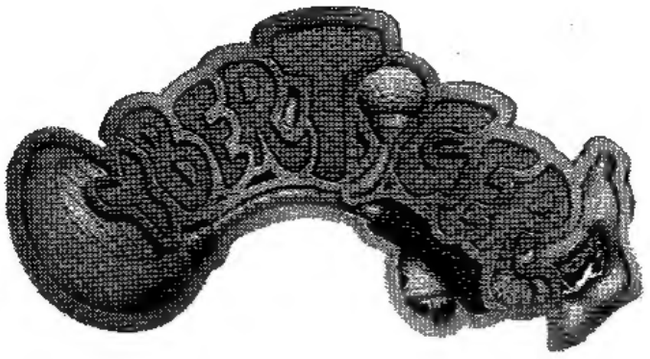
CONTENT RATED BY
ESRB
SLUS-01004
ELECTRONIC ARTS™
CyberTiger



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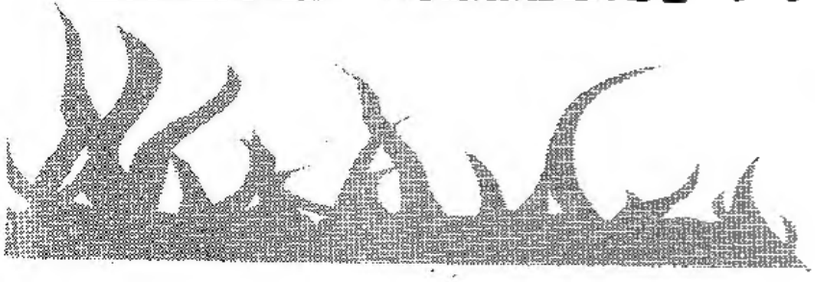
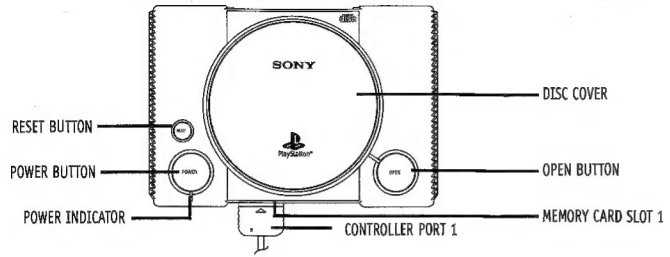


STARTING THE GAME

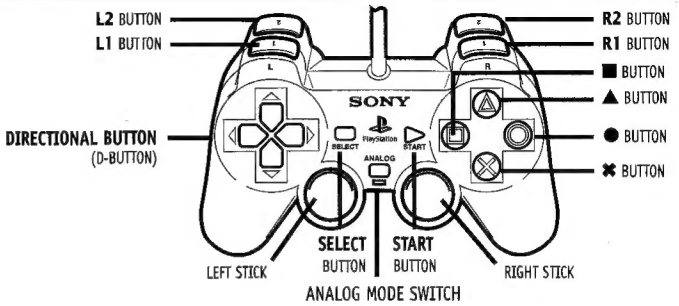


1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *CyberTiger*® disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.

NOTE: When using the Multi Tap, at least one controller must be connected to Controller Port 1-A.

↔ If you want to bypass the introductory videos, press **START** or ✖ to reach the Main Menu.

CONTROL SUMMARY



BASIC GAME CONTROLS

ACTION	CONTROL
Three-Click Swing	✖
Analog Swing	**Left/Right Stick** Down/Up
Change clubs	**L1/L2**
Shot select	■
Zoom-Aim	●
Aim	**D-BUTTON**
Pause/Options	**START**

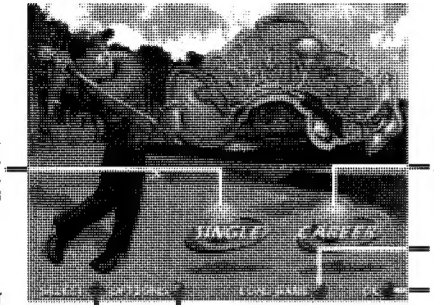
For detailed information about game controls, ➤ *Complete Control Summary* on p. 6.

FOR MORE INFO about *CyberTiger* and other titles, check out Electronic Arts™ on the web at www.ea.com.

SETTING UP THE GAME

MAIN MENU

From the Main Menu, you can access one of the *CyberTiger* single event game modes or you can begin a **CAREER** on the Tour.



↔ TO ACCESS THE GAME MODES, HIGHLIGHT SINGLE AND PRESS ✖. FOR MORE INFORMATION, ➤ *GAME MODES* ON P. 13

SELECT **CAREER** TO BEGIN TOURNAMENT PLAY ON THE JUNIOR TOUR. FOR MORE INFORMATION, ➤ *CAREER* ON P. 15

LOAD GAME

SELECT HIGHLIGHTED OPTION

USE THE D-BUTTON TO HIGHLIGHT YOUR OPTION

VIEW MAIN MENU OPTIONS MENU

NOTE: Default options are listed in* bold *type.

QUICK START

If you want to start a round of Stroke play with Tiger Woods using the default settings, you can Quick Start a game. It's just you against the course.

To Quick Start a round of golf:

↔ From the Main menu, press **START** and then select **YES** to get on the course. ➤ *On the Course* on p. 12.

◆ For more information about Stroke play and the other *CyberTiger* game modes, ➤ *Game Modes* on p. 13.

GOLFER SELECT SCREEN

If you don't Quick Start a game and set up a game in any of the SINGLE or CAREER modes, you proceed to the Golfer Select screen. You have the option to select the golfers of your choice. Master the course as Tiger, or try your luck as one of the other talented golfers.

◆ After you select a game mode, the player option screen appears. For more information, ➤ *Game Modes* on p. 13.

NOTE: Only "Kid" golfers are available in Career mode until you become a master on the Junior Tour. Teen Tiger and Teen Inga are available in Single events. For more information, ➤ **Career Mode** ***on p. 15.***

To select a player:

1. D-Button ↕ until your player of choice is highlighted.
2. Press ■ to edit your golfer.
3. D-Button ↔ to select other golfers for the game.
   ◆ After a golfer is selected, press **L1**, **L2**, **R1** or **R2** to delete the golfer(s).

Editing your golfer:

CONTROLLER	Assign a golfer to Controller 1.
CREATE GOLFER	You can personalize your golfer with a created name. This helps identify the different golfers when playing with a friend.

↔ To name a player, D-Button to choose a letter or number and press ✖ to accept. When the name is complete, highlight End and press ✖ again to accept.

SAVE GOLFERS	Write current player to your Memory Card.
DELETE	After a golfer's name is created, you have the option to delete the player.
CONTROLLER (CPU)	Assign a golfer to the CPU.
GOLFER	Select the individual golfer to be run by the CPU.
AGE	Select the age of the golfer.
SAVE GOLFERS	Write current CPU player to your Memory Card.

◆ Golfer and Age options are only available with CPU golfers.

↔ Press ▲ to return to the Golfers screen and press ✖ to go to the Course Select screen.

↔ After a player is saved, press ● from the Golfers screen to import your player from your Memory Card.

PLAYING THE GAME

Tee it high and let it fly!

COMPLETE CONTROL SUMMARY

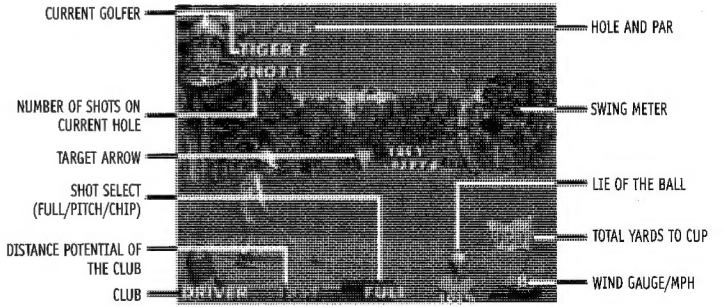
MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔
Select	✖
Cancel/Previous menu	▲
Options	■
Access memory card	●

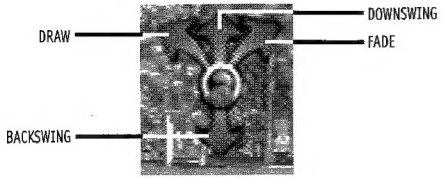
GAME CONTROLS

ACTION	CONTROL
Swing	✖
Analog Swing	**Left/Right Stick** Down/Up
Change clubs	**L1/L2**
Shot select	■
Aim	D-Button
Zoom Aim	●
Read green	▲
Change view	**R1/R2**
Pause	**START**
Inventory	**SELECT**

TEEING OFF



The Analog Golf Swing



How to swing (and putt) using the Left/Right Stick in Analog mode:

- To execute the perfect golf swing, move the left/right stick down for the backswing, then move it quickly back up to complete the stroke.

NOTE: You can adjust your Analog controller swing that best suits your swing style. From the Adjust Analog Swing screen, pull the left/right stick back to adjust your backswing and press L1 or R1 to accept. Push your stick forward to adjust your downswing and press L1 or R1 to accept. For more information on how to reach the Adjust Analog Swing screen, ➤ **Pause menu** ***on p. 12.***

EA TIP: How long you hold the left/right stick in the down position determines how powerful your shot is. The longer you hold down, the more power behind the swing. Holding down past the end of the golfer's backswing can give your club extra overswing power, but you can be penalized more for a shot that is not accurate.

EA TIP:Pushing straight up on the left/right stick after your backswing helps to send the ball straight towards the target. Pushing up to the left of center 'draws' the flight of the ball to the left, while pushing up and to the right of center 'fades' the shot.

EA TIP: Overswing is also possible when using the Analog stroke. If your shots are sailing past the intended target, try a slower, smoother swing. The accuracy of the Analog swing is determined by how straight your swing line is.

- Use the yellow power line when putting. The longer the guideline, the more power your will have on your putt.

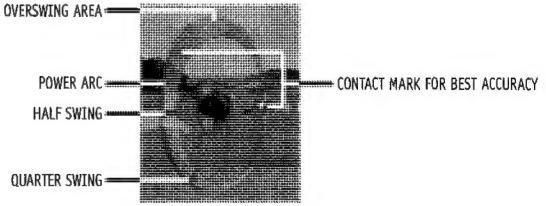
How to swing (and putt) using the Three-Click mode:

1. To begin the backswing, press ✖.
2. Press ✖ again to determine your shot power and begin your downswing.
3. Press ✖ a third time to hit the ball.
   - For more information, ➤ *Swing Meter* on p. 9.

NOTE: Press the Analog Mode Switch on your Dual Shock™ Controller to select your swing type.

Swing Meter

The Swing Meter determines how much power and accuracy you have on your shot when using the Three-Click mode as your swing type.



For best accuracy:

- ↔ Press ✖ during the backswing when the Swing Meter is closest to the beginning of the red zone and press ✖ again during the downswing when the Swing Meter is closest to the middle of the yellow accuracy zone.

EA TIP: Sometimes a full backswing is too powerful of a shot at certain areas on the course. Use a half-swing or a quarter-swing by pressing ✖ at the appropriate spot during your backswing.

EA TIP: When playing, look for the white swing accuracy dots on the Swing Meter. Stopping the Swing Meter at the marked spot on your backswing and downswings gives you the best accuracy.

EA TIP: When you use overswing, the Swing Meter moves faster and your mistakes are exaggerated. A slight miss on the downswing yellow accuracy zone could mean a big slice or hook.

Club Selection

Every club is different. From your driver to your putter, each club has a distinct purpose in terms of yardage. The lower irons (3 Iron, 4 Iron, etc.) provide greater distance while higher irons (8 Iron, 9 Iron, sand wedge, etc.) provide greater backspin for shorter distances. Your Driver, 3 and 5 woods are best used in the long fairways.

- ◆ To get a good feel for your clubs, hit a few balls at the Range before playing on the course.

EA TIP: Use the distance displayed on the club icon (before you swing) to determine which club to use. The total yards displayed takes into account both the flight and roll of the ball for your selected club.

Shot Select

There are three shot types:

FULL SWING	Sets up a full swing with the appropriate club for the targeted distance.
PITCH	Sets the distance and power for the selected club. This shot selection is useful for short to medium-range shots that need loft to sit on the green and stick.
CHIP	Sets the distance and power for the selected club that allows for a short 'chip' onto the green with ample roll to the pin.

- ↔ To choose your shot selection before you hit, press ■.

Target Arrow

Use the Target Arrow to help aim your shots when you're off the green. With a perfect swing, the ball usually lands near the targeted area.

- ◆ When on the green, a 'bullseye' replaces the target arrow.
- ↔ Before a shot, D-Button to position the Target Arrow to aim.

EA TIP: On putts, the green is not always as flat as it looks. Use the Target for guidance and your shot rolls toward the selected spot. You can also read the green in detail by pressing ▲.

Zoom Aim

Another way to determine the power of your swing is by looking at the course with the Zoom Aim view.

- ↔ At the beginning of each hole, press ● to scan the fairway. Press ● again to return to the tee.
- ◆ The Zoom Aim shows you the view on the course that is equal to your club's hitting potential. For example, if you're using a driver that has the potential to hit a ball 250 yards, you get an overview of the area on the course 250 yards away from your ball.

Tiger Control

After your swing, you can control the ball spin (also known as Tiger Control) on drives and fairway shots.

- ↔ When your ball is in flight, D-Button to steer the shot (only from tee or fairway lies).
- ◆ You can turn Tiger Control **ON**/OFF from the Options menu.

The Courses

Spyglass Hill™ is *CyberTiger's* featured golf course. However, you can unlock all of the other courses by winning in Career mode. Once you accomplish that task, you have the option to play at four other championship golf courses including Cyber Sawgrass, Cyber Summerlin, Cyber Canyons and Cyber Badlands.

To select a course:

- ◆ D-Button to highlight a course and press ✖ to accept.

ON THE COURSE

Mulligans

Sometimes in golf, you'd like to re-hit after a wild shot. That's where Mulligans come into play. Mulligans are available in Range and Practice game modes. This will allow you to re-hit without taking a one-stroke penalty.

↦ To take a Mulligan, press ● after your shot.

Out of Bounds/Water Hazards

Every now and then a wild shot lands in a water hazard or out of bounds. When the ball lands out of bounds, you must re-hit your shot from its original spot, counting one stroke for the misplayed shot and one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting your third shot from the tee on your next shot. Likewise, a one-stroke penalty is assessed for hitting into a water hazard, and your ball is dropped at the point of entry or placed back at the original spot if a drop is not possible.

Tap-Ins

When the ball falls just short of the pin, you can Tap-In your next shot when your ball is close enough to the cup.

↦ Press ✖ when *CyberTiger* offers you a Tap-In. The ball automatically goes in the cup, and the stroke is assessed. To cancel, press ▲.

Replays

After every shot or putt, you have the opportunity to view the replay.

↦ To view the replay, press ■ after your shot. Press ■ for additional replay views.

Scorecard

The Scorecard appears after each hole. Here, you can view your hole-to-hole score, overall score, par for each hole and score for the other players. You can also view the scorecard from the Pause Menu.

◆ In Career mode, you can view your scorecard from the Pause menu only.

PAUSE MENU

While on the course, you can reach the Pause menu at any time during your shot.

↦ To reach the Pause menu, press **START**. After you make your adjustments, press ▲ to return to the course.

SOUND	Toggle the sounds of the game **ON**/OFF.
MUSIC	Toggle the background music **AMBIENT**/OFF/ON.
COMMENTS	Toggle player comments **ON**/OFF.
HELP SCREEN	View controller button commands.
ADJUST ANALOG SWING	Adjust your Analog swing. For more information, ➤ *The Analog Swing* on p. 8.
SAVE	Save your current game to a Memory Card. For more information, ➤ *Saving/Loading* on p. 18.
STATS	View player statistics from the current round of golf.
SCORECARD	Check out the scorecards of all participating golfers and view the player Leaderboard.
QUIT	Quit the game and return to the Main menu. ◆ In Practice mode, QUIT returns you to the Hole select screen. ◆ In Range mode, QUIT returns you to the Practice select screen.

GAME MODES

CyberTiger offers a variety of game modes for every type of golfer.

↦ To access a game mode, highlight SINGLE from the Main menu and press ✖.

SINGLE

STROKE PLAY

Stroke play is a basic round of golf for up to four players. Players want to complete a round with the fewest strokes, competing against par. Tee-off honors are awarded to the player with the lowest score on the previous hole. Players cannot change tees and Mulligans are not allowed.

TOURNAMENT

Compete against a field of golfing stars in an 18-, 36- or 72-hole tournament. The player with the lowest number of strokes at the end of the final round is the winner. Tap-ins are allowed and up to four controlled players can play in a tournament.

PRACTICE

After unlocking the courses, master any hole on any course at any time.

- ➵ After selecting a course, D-Button and press ■ to select a hole to practice.
- ➵ To play the front 9, press **R1** or press **R2** to play the back 9. Press **L1** to select all 18 holes or press **L2** to cancel your selection.
- ◆ You can skip to the next hole or restart a hole from the Practice Pause menu.

RANGE

Master your swing by taking practice swings at the Range. You can also practice your putting and chipping game as well. Power-Up Balls and special skills are also earned at the Driving Range when playing in Career Mode. For more information, ➤ *Power-Up Balls* on p. 16.

- ➵ Select DRIVING, PUTTING or CHIPPING and press ✖ to access the Range.
- ◆ Choose the lie of the ball (Tee, Rough or Deep Rough) from the Range Pause menu.

FOURSOMES

This is a round of golf for four players playing in a 2-on-2 match. Each team, playing with one ball, tries to win the most holes by posting the lower combined score. Teammates alternate strokes, but the tee shot alternates on each hole regardless of who took the last shot on the previous hole. Holes where teams tie are halved with no carryover to the next hole.

- ◆ **HOLING OUT:** If one team finishes a hole in fewer strokes than the opposing team, the opposing team picks up the ball and moves on to the next hole.

FOUR BALL

Four Ball is a two-on-two matchup where every golfer plays their own ball. The team wins a hole when either member posts the lowest score.

SHOOT-OUT

Four players battle sudden-death in this three-hole Shoot-Out. After each hole, the player with the highest score is eliminated from the Shoot-out. After the second round, the final two players go head-to-head on the final hole to determine the champion.

THE SKINS GAME™

In the Skins Game, two to four players compete hole-by-hole for a monetary value called a skin. The goal of Skins is to win as much money as possible. To win a skin you must win the hole outright. The winner is the player with the most money at the end of the round. Mulligans and tap-ins are not allowed.

HALVE A HOLE

If two or more players tie ("halve") for the best score on a hole, the skin for that hole is carried over. The next player that wins a hole outright wins all carryover skins. Theoretically, all skins could carry over to the final hole. If two or more players "halve" the last hole, all players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).

- ◆ The dollar amount for each hole increases as you advance in the game.

CAREER

Toss the idea of working a day job and make a career golfing on the Tour!

- ➵ After selecting CAREER from the Main menu, select a golfer and press ✖ to view the Junior Tour schedule.

JUNIOR TOUR

In Career Mode, you start off on the Junior Tour as a young golfer playing in a one-round tournament at Cyber Sawgrass. You then will compete in three more tournaments at Cyber Summerlin, Cyber Canyons and Cyber Badlands. Win any one of these tournaments and you may advance to the Amateur Tour.

AMATEUR TOUR

While playing on the Amateur Tour, you will participate in four two-round tournaments. Win any one of these events and you may qualify for the Pro Tour.

PRO TOUR

Once you make it to the Pro Tour, you can finally earn cash by playing in four four-round tournaments.

- ◆ As you advance to each level, your player grows an age level. After reaching the Pro tour, you now have the option to play in any game mode as a kid, a teen or an adult. On the Amateur Tour, only teen and kid golfers are available.

EA TIP: After winning on a course, a code is awarded. Press ● from the Courses screen to enter the code and unlock the course.

Power-Up Balls

At the Career Mode Range, you have the chance to collect eight different Power-Up Balls that can help save you in desperate times or can give you an edge when used strategically. Collect Power-Up Balls from the driving range by hitting one of the many targets on the course.

- ◆ You have 20 balls to hit at the Driving Range. Hit a target and earn a Power-Up.
- ◆ You can visit the driving range between rounds or you can skip this stage and continue playing on the tour.
- ◆ Only one Power-Up Ball can be used per stroke.

How to select a Power-Up while on the course:

- ➵ After a Power-Up is earned, press **SELECT** to view your Power-Up inventory before you hit.
- ➵ Select your Power-Up and press ✖ to accept. The next ball you hit will be the selected Power-Up Ball.

Types of Power-Up Balls:

SUPERBALL	A Superball bounces on any terrain (except sand traps) like it has landed on concrete.
EYEBALL	The Eyeball goes straight during its flight. This is as close as you get to a sure thing. An aiming arc also appears before you hit to help aim your shot.
MULLIGAN BALL	A Mulligan Ball allows you to re-hit a shot at any time without taking a one-stroke penalty. This ball must be selected before you hit your ball the first time.
POWER BALL	This Power-Up Ball gives you extra distance.
GHOST BALL	The Ghost Ball goes through any obstacle on the course.
MYSTERY BALL	This Power-Up Ball is a mystery.
SPIN BALL	The Spinner gives extra spin control.
GUMBALL	The Gumball stops on impact and sticks to the surface without a bounce.

EA TIP: Along with Power-Up Balls, you can acquire special skills at the Driving Range. Land close to the pin from tough lies or sink long putts to earn skills.

Special Skills

SAND/ROUGH PERCENTAGE GAUGE	When you're trying to hit out of deep rough or a sand trap, or if you have a rough or buried lie, the percentage gauge that appears below the ball tells you how much power the given lie will allow your shot to generate. A club up may be needed to reach the desired distance.
PUTTING LINE	When you're putting, a putting line appears to help you read the break on the green.

OPTIONS MENU

There are two sets of Option menus. The first can be reached from the Main menu—the second after a game mode is highlighted.

- ➵ To access the Options menu from either menu, press ■.

MAIN MENU OPTIONS MENU

SFX	Toggle the sound effects of the game **ON**/OFF.
MUSIC	Set the game music to **AMBIENT**/ON/OFF.
TIGER COMMENTS	Turn Tiger Comments **ON**/OFF. When ON, you can listen to Tiger's comments during gameplay.
VIBRATION CONTROL	Play with the Dual Shock™ controller vibration **ON**/OFF.
VIEW RECORDS	View all-time records and stats for the current golfer.
CREDITS	View *CyberTiger* credits.

GAME MODE OPTIONS MENU

WIND	Set the wind conditions to STRONG, CALM or **BREEZY**.
TIGER CONTROL	Toggle the in-flight spin control **ON**/OFF.
PLAYING	Choose to play all **18 Holes** of the chosen course. You can also play the Front 9 or the Back 9 if you wish.
TOURNAMENT	Play an **18-HOLE**, 36-hole or 72-hole tournament.